

What is claimed is:

1. A method for determining an adjustment amount to be made to an input chroma, C_{in} , to squeeze the input chroma toward a region of preferred chroma, C_{pref} , comprising:
 - a) defining a change in chroma as: $\Delta C = C_{in} - C_{pref}$;
 - b) defining a chroma weighting function;
 - c) defining an amount of chroma adjustment as: $C_{Adjust} = \Delta C * (H_{weight} * C_{weight} * L_{weight})$; and
 - d) generating an output chroma by applying chroma adjustment to chroma input as follows: $C_{out} = C_{in} - C_{Adjust}$.
2. A method, as defined in **claim 1**, comprising a Gaussian weighting function: $C_{weight} = \text{Gaussian}(C_{pref}, C_{sigma})$.
3. A method, as defined in **claim 1**, wherein the lightness weighting function is defined by the Gaussian function: $L_{weight} = \text{Gaussian}(L_{pref}, L_{sigma})$.
4. A method, as defined in **claim 1**, wherein the three one-dimensional weighting functions are replaced by a three-dimensional weighting function.
5. A method, as defined in **claim 1**, wherein the input is squeezed toward a point in a predetermined colorspace e.g., RGB, a^*b^* , or u^*v^* space.
6. A method, as defined in **claim 1**, wherein, in the case of multiple squeezes, defining finite non-overlapping regions of support.
7. A method, as defined in **claim 1**, wherein inputs are pre-specified in a color management system.

8. A method, as defined in **claim 1**, wherein the inputs are dynamically specified by the user.
9. A method, as defined in **claim 1**, wherein the squeezing is applied in a non-uniform way by using one weighting function at input chroma values less than the preferred chroma and another weighting function at input chroma values greater than the preferred chroma.
10. A method, as defined in **claim 1**, wherein L_{weight} is set to 1 causing the squeezing to be toward a plane of preferred hue and chroma.
11. A method, as defined in **claim 1**, wherein a single 3-dimensional weighting function is used instead of three 1-dimensional functions.